

## UI Graphics Engineer

### Experience

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- 05/2015 – 10/2015 **Bitsquid / Autodesk – Software Developer, Core**  
CPU and memory performance  
Data compilation pipeline: addressed technical debt, parallelization
- 01/2015 – 04/2015 **Uprise – Software Engineer**  
Domain expert for UI and graphics in Frostbite  
Onboarded the entire team on Frostbite, defined strategy for a new project
- 03/2014 – 12/2014 **Frostbite Rendering – Software Engineer**  
Lead programmer for UI Rendering  
Enabled better workflows and documentation for users all over EA:  
Bioware (Dragon Age), DICE (Battlefield, Mirror's Edge, Battlefield),  
Ghost (Need for Speed), EA Sports (PGA Tour)  
Consulted directly for Battlefield and made their UI art direction happen
- 09/2013 – 02/2014 **Frostbite Go – Associate Software Engineer**  
Ported Frostbite to a new platform (canceled for business reasons)  
Contributed to porting Frostbite to iOS and Android  
Shader pipelines, core and rendering systems
- 08/2012 – 09/2013 **EA DICE, Battlefield 4 UX – Associate Software Engineer**  
Shipped Battlefield 4, a massive AAA hit game  
UI development with in-house framework  
CPU and memory performance  
Workflow improvements and addressing technical debt

### Education

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- 2011 – 2012 **Vocational Graphics Programming BSc. – IUT d'Arles, France**  
C++, image processing, OpenGL, interactive book on iPad
- 2009 – 2011 **Vocational Programming Degree – IUT A de Lille 1, France**  
C, Java, Databases (SQL), law, business management, communication

### Others

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- Languages** English, French, German, Swedish
- Video Games** Research, prototyping, and even playing them sometimes
- Hobbies** Embroidery, weaving, watercolor painting
- Music** Former harpist, now mostly enjoying overcomplicated electronic metal